ISTE Seal Review Findings Report

Digital and Soft Skills for Kids

2024

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ABOUT

ABOUT ISTE

The International Society for Technology in Education (ISTE) is home to a community of global educators and solution providers who are passionate about using technology to revolutionize learning. Our vision is to create a bold community where education innovators are supported in reimagining and redesigning learning with a focus on using technology to create transformational and equitable experiences for learners. We're making this vision a reality by delivering practical guidance, evidence-based professional learning, virtual networks, thought-provoking events and the ISTE Standards.

ISTE SEAL

The ISTE Seal serves as a mark of high-quality product design for solutions that enable and guide high-quality learning. By choosing to demonstrate their commitment to supporting best practices for teaching and learning, these products show a purposeful and meaningful dedication to practical usability, digital pedagogical implementation, and the ISTE Standards. With a focus on user experience, product usability, and the most essential elements of instructional technology today, the ISTE Seal provides a set of criteria and simple indicators to guide educators, students, and technology directors toward the very best products on the market.

ISTE awards a seal only after an extensive analysis conducted by trained ISTE reviewers that ensures a product meets all critical elements under specific review criteria.

By earning an ISTE Seal, ISTE verifies that this product:
- Promotes critical technology skills.
- Supports the use of technology in appropriate ways.
- Incorporates digital pedagogy and the learning sciences.
- Addresses key elements of tech usability, user experience and user interface.
- Aligns to ISTE Standards in specific ways.

RESOURCE DESCRIPTION

WHAT IS *Digital and Soft Skills for Kids (DSS for Kids)*?

Digital-Soft Skills for Kids (DSS for Kids) is an online curriculum designed to help students aged 3-12 understand computer functions, utilize the internet responsibly and safely, learn computer security, develop computational thinking skills, and master office automation and multimedia programs. DSS for Kids aims to develop the necessary skills and knowledge for using and handling new information and communication technologies (ICTs). The curriculum covers core computing, Windows, Microsoft Office, multimedia, internet, computational thinking, computer programming, and robotics.

HOW IS *Digital and Soft Skills for Kids (DSS for Kids)* IMPLEMENTED?

DSS for Kids provides both curriculum and assessment to develop digital skills for students. The platform includes seven multimedia-rich modules that allow students to navigate and learn about computer use, software programs, and online tools. Key components include:

- ebooks with detailed information about each learning tool
- Video tutorials providing step-by-step navigation
- Interactive games
- Online assessments for each unit of study

Students gain foundational knowledge about technology and then practice through application-based online exams. The video tutorials guide individual students on where to click when using different digital tools, providing individual accountability and knowledge demonstration. Learners receive feedback through guided tutorials and exam scores.

ISTE SEAL REVIEW

Product: Digital and Soft Skills for Kids
Product Type: Curriculum
Organization: IBEC LATAM
Date of Award: September 2024

REVIEW METHODOLOGY

ISTE Seal reviews are conducted by a distinguished panel of experts in education, instruction, and technology. These experts utilize the most up-to-date data provided by the organization to conduct thorough evaluations of each solution. The evaluations focus on assessing the solution's performance in addressing specific elements outlined in the technical and pedagogical usability framework and the ISTE Standards.

To complete their rigorous evaluations, the reviewers utilize a comprehensive rating system, categorizing each solution as either "meets expectations" or "does not meet expectations." This assessment covers both the required and optional "Look Fors" outlined in the application. To ensure the validity and reliability of their results, the reviewers regularly engage in calibrations. Final review findings are then analyzed and combined, providing an overall score for alignment with each indicator.

At ISTE, we take great pride in our unwavering commitment to delivering results that schools and districts can have full confidence in. To be deemed education-ready learning solutions, products must meet the high standards in learning sciences, user experience and interface, accessibility, and content quality.

SCOPE OF REVIEW

DSS for Kids was reviewed against the technical, pedagogical usability framework and the ISTE Standards to determine whether **the solution is education-ready**. ISTE reviewers examined all evidence provided by the organization and interacted directly with the product.

REVIEW FINDINGS

ISTE STANDARDS: The ISTE Standards provide the competencies for learning, teaching, and leading in the digital age, providing a comprehensive roadmap for the effective use of technology in schools worldwide. Grounded in learning science research and based on practitioner experience, the ISTE Standards ensure that using technology for learning can create high-impact, sustainable, scalable, and equitable learning experiences for all learners.

Empowered Learner 1.1.d
Students understand fundamental concepts of how technology works, demonstrate the ability to choose and use current technologies effectively, and are adept at thoughtfully exploring emerging technologies.

Digital Citizen 1.2.a
Students cultivate and manage their digital identity and reputation and are aware of the permanence of their actions in the digital world.

Knowledge Constructor 1.3.a
Students use effective research strategies to find resources that support their learning needs, personal interests and creative pursuits.

Creative Communicator 1.6.a
Students choose the appropriate platforms and digital tools for meeting the desired objectives of their creation or communication.

FEEDBACK	OUTCOME
- Diverse activities provide students with a solid foundation in computer usage, understanding its components, utilizing the Internet, and engaging with emerging technologies. - The ebooks and interactive activities provide numerous opportunities for students to explore various aspects of data privacy and security. - Students learn how to use different search tools to find information using appropriate keywords, tailor searches on search engines using advanced features, and choose credible resources for research.	✓

• Students learn how to use tools such as Google Slides, Canva, and Google Drawings to express themselves creatively.	

DIMENSION 1: USER INTERFACE AND AGENCY

Definition: The design of the product interface and user experience helps teachers quickly and reliably achieve instructional goals. This dimension includes features related to interface design, learnability, navigation, maximizing time on task, control over actions, and general usability.

FEEDBACK	OUTCOME
• The platform features easy horizontal navigation with a clear breadcrumb trail, allowing users to easily determine their current location. • The toolbar uses universal symbols, with the most essential tools prominently displayed at the top, enhancing user experience through uniformity in menus and sections. • A "Team Viewer" button enables educators to easily see what students see at any time, improving visibility into student work. • Technical support is provided through live chat and WhatsApp, with video tutorials available to assist users.	✓

DIMENSION 2: LEARNING DESIGN

Definition: The product has features that exhibit and promote design and customization of learning episodes in ways that align with research-based best practices, including those rooted in the learning sciences.

FEEDBACK	OUTCOME

	OUTCOME
• Clear learning outcomes are presented at the beginning of each unit. • The platform offers multimodal learning methods targeted to specific lesson needs, including e-books, video tutorials, and interactive games. • Content is chunked into shorter, appropriate parts for students' developmental levels, enhancing engagement and comprehension. • Video tutorials, games, and partial tests allow students to assess their learning and receive feedback before completing the final exam.	✓

DIMENSION 3: DIGITAL PEDAGOGY

Definition: The product is designed to support the development of digital age learning skills, capacities and knowledge. This dimension focuses on how technology can help students and teachers experience the best possible learning experiences, including the social and learning affordances that digital educational products uniquely offer.

FEEDBACK	OUTCOME
• Activities presented in the e-book feature authentic real-life scenarios, encouraging students to relate examples to everyday situations. • The exam challenges enable students to break down complex problems and apply the fundamental principles of computational thinking to find solutions. • The chat function connects educators with students and allows resource sharing.	✓

DIMENSION 4: INCLUSIVITY

Definition: The product helps teachers provide learning experiences that are relevant to students of many cultures, backgrounds, and abilities, and support learner motivation and

agency in the learning process. The product meets current guidelines around accessibility, and supports a positive classroom culture.

FEEDBACK	OUTCOME
- The platform includes images and videos of people from various cultural backgrounds and races in lay and professional situations. - An icebreaker game from a target country in each region has been incorporated for levels 1-7, making cultural connections to content. - Accessibility features include subtitles, speed control, text-to-speech, and high-contrast options.	✓

DIMENSION 5: ASSESSMENT AND DATA

Definition: The product uses formative assessments – learning experiences that help make visible what students know and don't yet know – to generate data that inform teachers about student knowledge and skill gaps, and provide students assessment feedback that is specific, actionable, and constructive. As such, it guides teachers' instructional decisions and students' learning journeys.

FEEDBACK	OUTCOME
- The platform embeds assessments within course materials and at the end of each unit, aligning them with unit objectives. - Auto-scoring provides immediate feedback to learners on all assessments. Students can retake formative assessments and access a video tutor for guidance on the next steps. - The platform offers various assessment types, including multiple-choice, checkbox, and dropdown questions. - The platform presents assessment results in graphs and spreadsheets and generates comprehensive analytics reports.	✓

CONCLUSION

DSS for Kids offers a comprehensive digital skills curriculum for students aged 3-12, covering essential topics such as core computing, internet safety, and computational thinking. The platform provides diverse content delivery methods, including e-books, video tutorials, interactive games, and assessments. These varied approaches provide multiple means of engagement and representation.

The product excels in teaching fundamental digital literacy skills, guiding students through the basics of computer use, software applications, and online tools. Its step-by-step video tutorials and interactive elements allow for individual accountability and knowledge demonstration. The platform also addresses important topics like digital citizenship and online safety, helping students understand the implications of their digital actions. The assessment system within DSS for Kids provides immediate, actionable feedback to students and offers teachers valuable insights into student progress.

DSS for Kids demonstrates a commitment to inclusivity by incorporating diverse representation in its content and making efforts to include cultural connections. The recent additions of accessibility features, such as subtitles, speed control, and high-contrast options enhance the platform's usability for a wider range of learners.

Overall, DSS for Kids provides a solid foundation for developing digital literacy skills in young learners, with a user-friendly interface and comprehensive curriculum coverage. As digital skills become increasingly crucial, this platform offers educators a valuable tool to prepare students for the technological demands of the future.